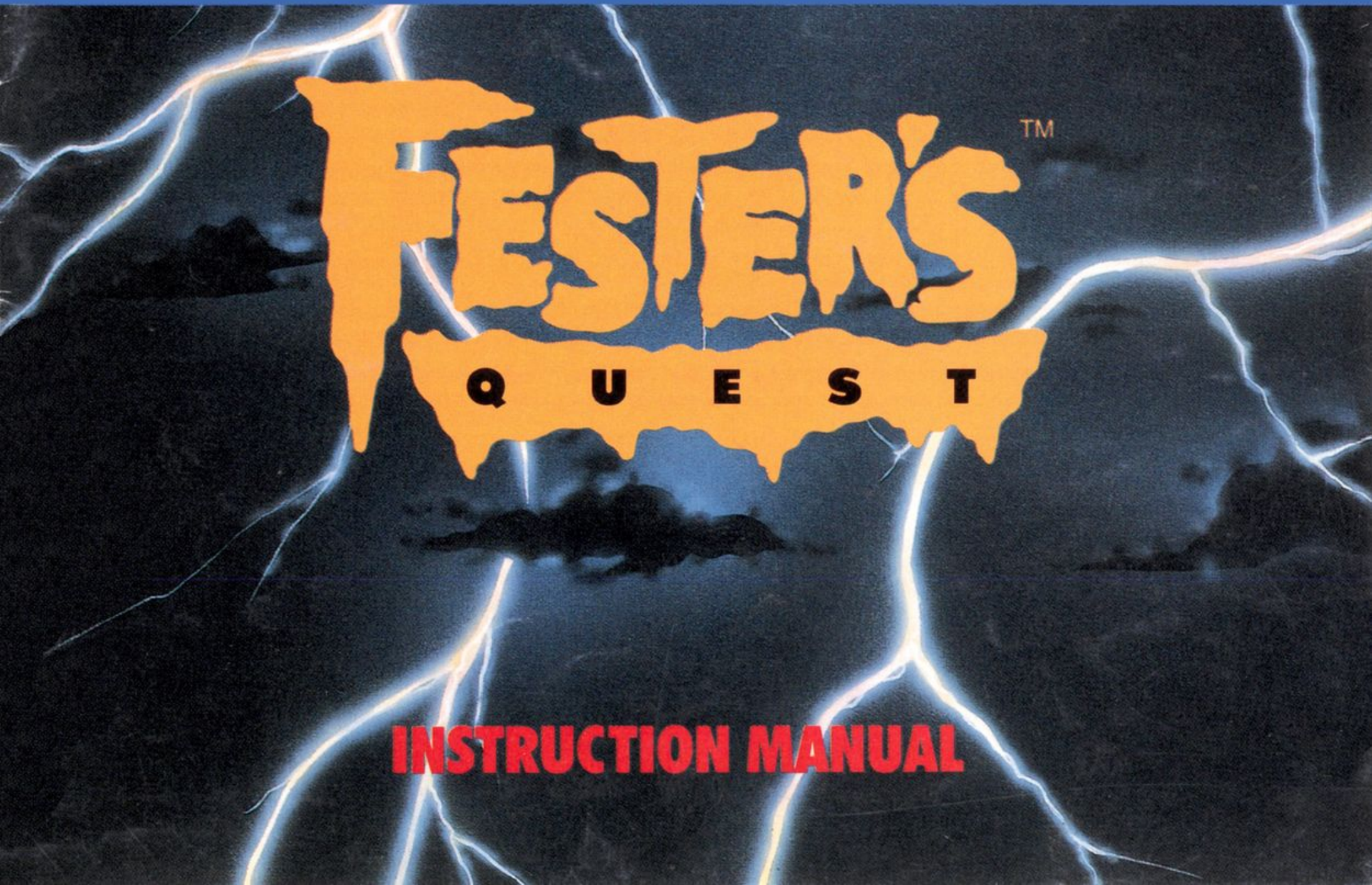
NES-EQ-USA

SUNSOFT™

for the Nintendo Entertainment System®



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THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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Precautions

Be sure to turn the power OFF before inserting the Game Pak or removing it from the unit.

This is a high-tech instrument. Do not store it in an area subject to extreme hot or cold temperatures. Never drop it, bump it or attempt to take it apart.

Avoid touching the connectors. Do not allow them to get wet or dirty. Doing so will damage the unit.

LICENSED BY NINTENDO®
FOR PLAY ON THE
Nintendo
ENTERTAINMENT
SYSTEM®

Thank You!

for purchasing the SUNSOFT "Fester's Quest" Game Pak.

Please read this instruction booklet carefully **before** starting to play the game. In doing so, you will be able to play the game better and enjoy it even more. Be sure to keep these instructions in a safe place.

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Game Story

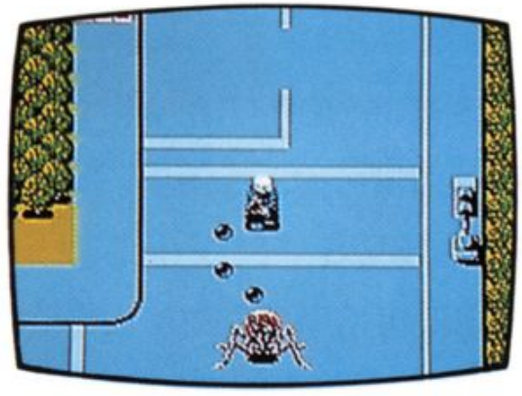
The Addams family are not very strange, in fact they are quite smart. You see, it was Ma-Ma who always warned of the alien UFO coming to invade their city. All the other Addams thought she was crazy, but Ma-Ma, using her crystal ball, put a protective spell on the Addams family house.

As Uncle Fester was Moonbathing one night, the fabled UFO appeared and beamed all the people in the town up. When the Aliens scanned the Addams house for life forms, they found none, thanks to Ma-Ma's spell.

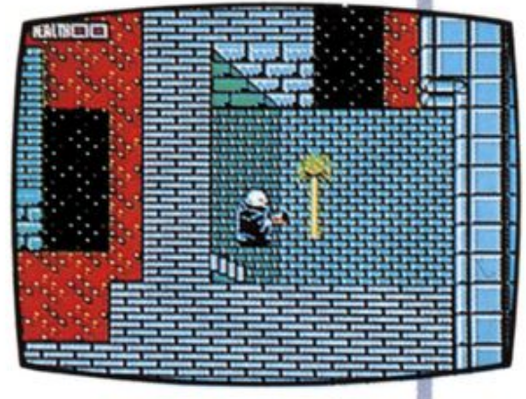
It is Gomez who must protect the Addams house, so Fester took his trusty gun and set out on his quest to rescue all the townspeople from the Alien UFO.

How to Play

There are three top view levels.



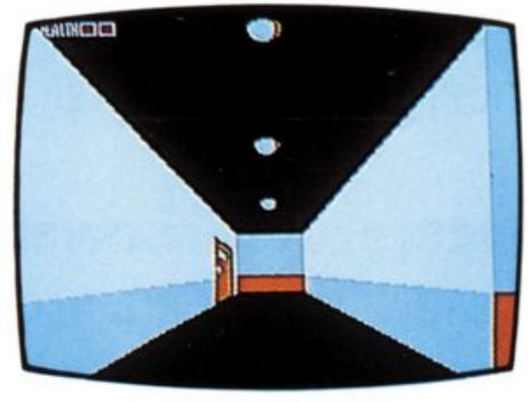
1. Outside street



2. Underground sewers

3. UFO Platform

There is also a 3-D hallway view



Outside Street Scene

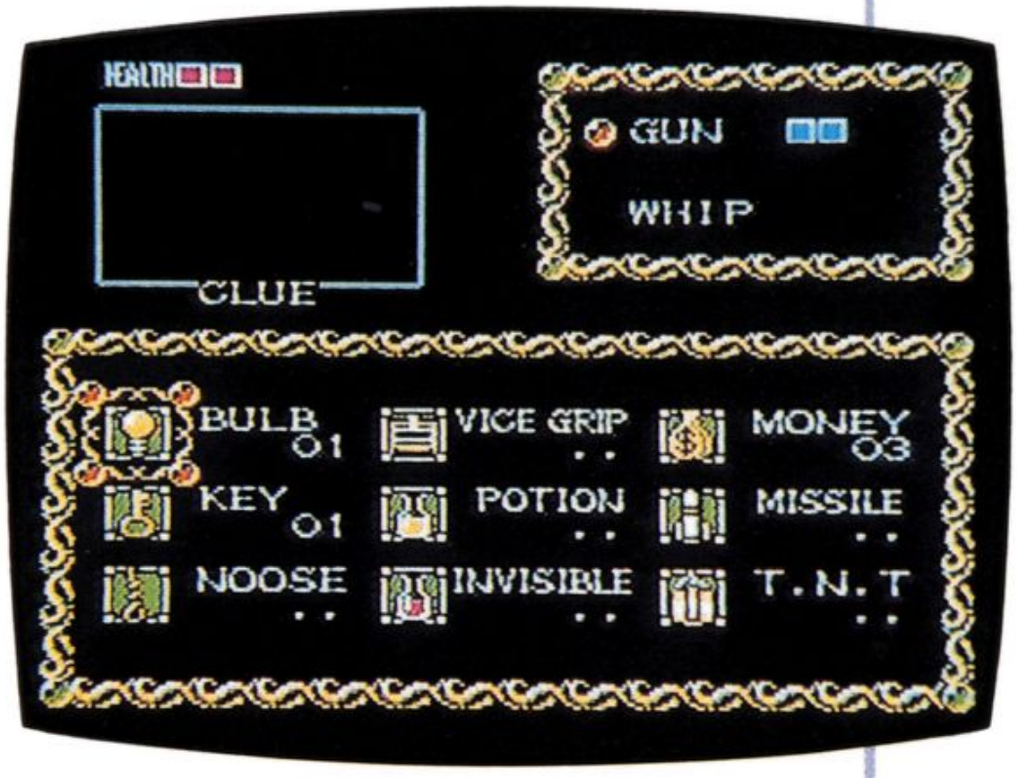
As Fester goes about his mission, he will find several houses and buildings which he may enter or gain useful items from. Also along the way are various enemy creatures which Fester must destroy. Some creatures will turn into useful items when destroyed.

In order to reach all parts of the Outside street areas, you must enter the underground via a stairway or sewer cover.

Underground/sewers.
These passages are necessary to reach different areas. Enemies destroyed here may leave useful items for pickup.

Menu Screen

There are 3 main functions to the menu screen:

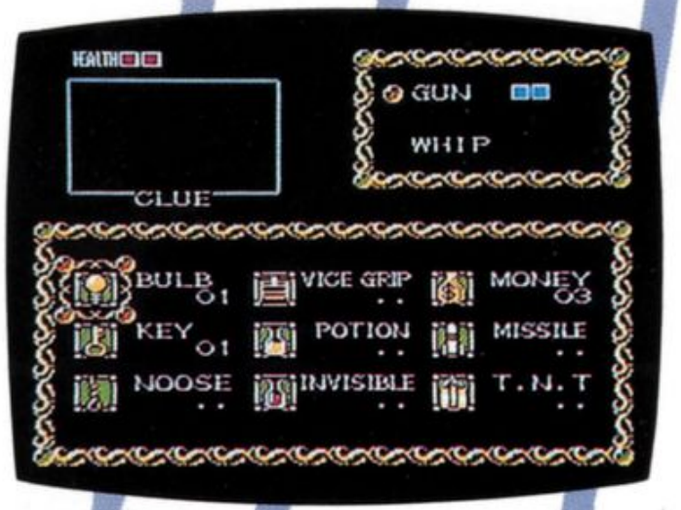


1. Selecting available items for use.

2. Choosing gun or whip and monitoring power.

3. "Clue," a map of where the final Master Alien Boss may be.

Menu Screen Items



"Clue": Made up of 5 pieces in all. A new piece will be added each time an enemy boss is destroyed.

Gun/Whip power: Maximum gun power is 8, Maximum whip power is 4. To select Gun or Whip use "A", "B" or "select" buttons.

Bulb: Fester is very electric but he'll need a bulb to turn on the lights while underground.

Key: You need this to enter a building.

Money: With 5 units, you can visit a hot dog stand and regain health.

Vice Grip: If an enemy mosquito stings you and slows you down, use this to regain speed.

TNT: Use the "A" button to deploy these time delay bombs.

Potion: This will regain your health in full.

Invisible potion: Enemies can't see or hit you for a short time.

Missile: Can destroy several enemies at one time.

Noose: Lurch will appear and wipe out all on-screen enemies.

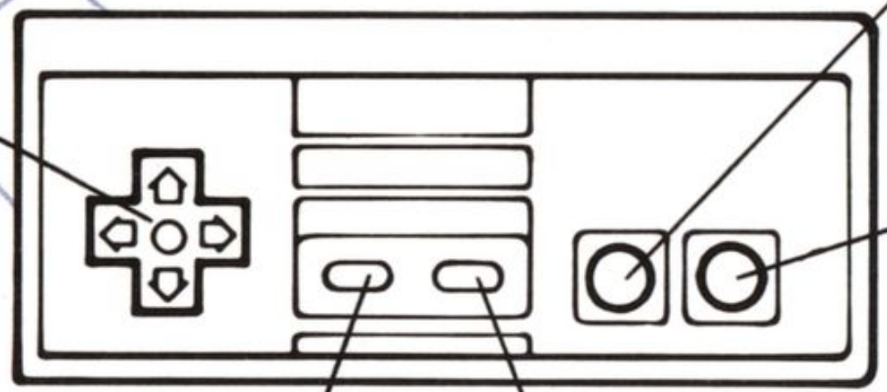
Other pickup items:

Gun: Blue guns will increase firepower, red guns will decrease firepower.

Whip: Blue whips will increase whip power, red whips will decrease whip power.

Control Pad Operation

Control Pad
controls direction of Fester.



B Button
Shoots gun and missiles.

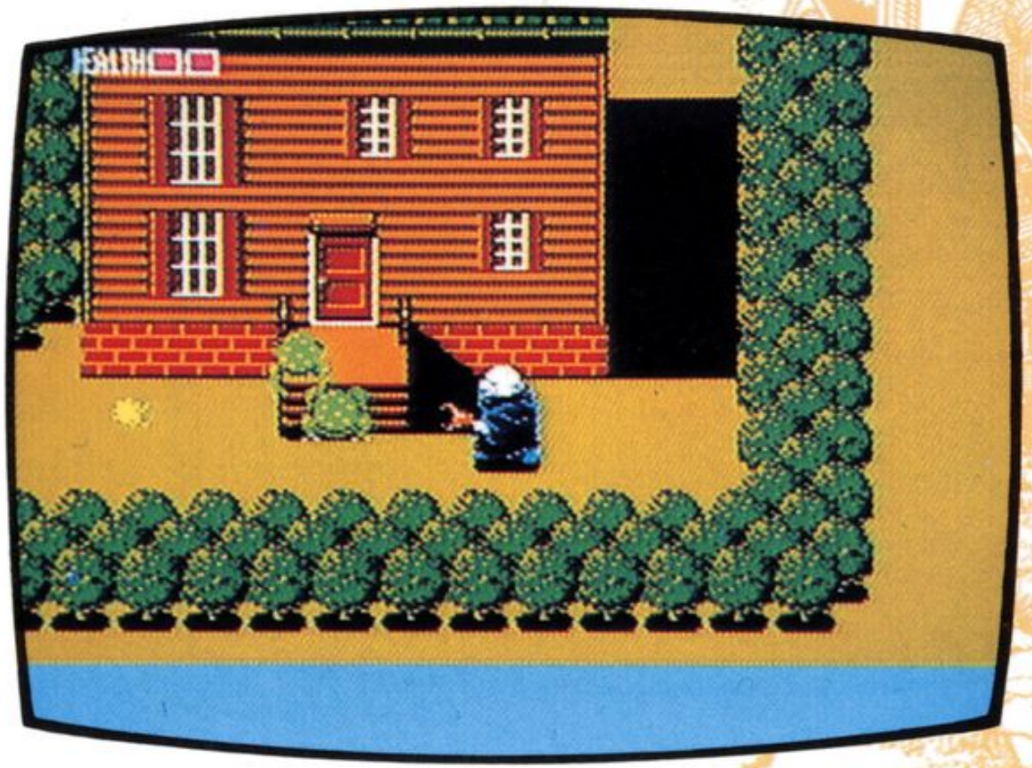
A Button
This will use a weapon or item selected.

Select

Start
switch from main to menu screen.

Houses

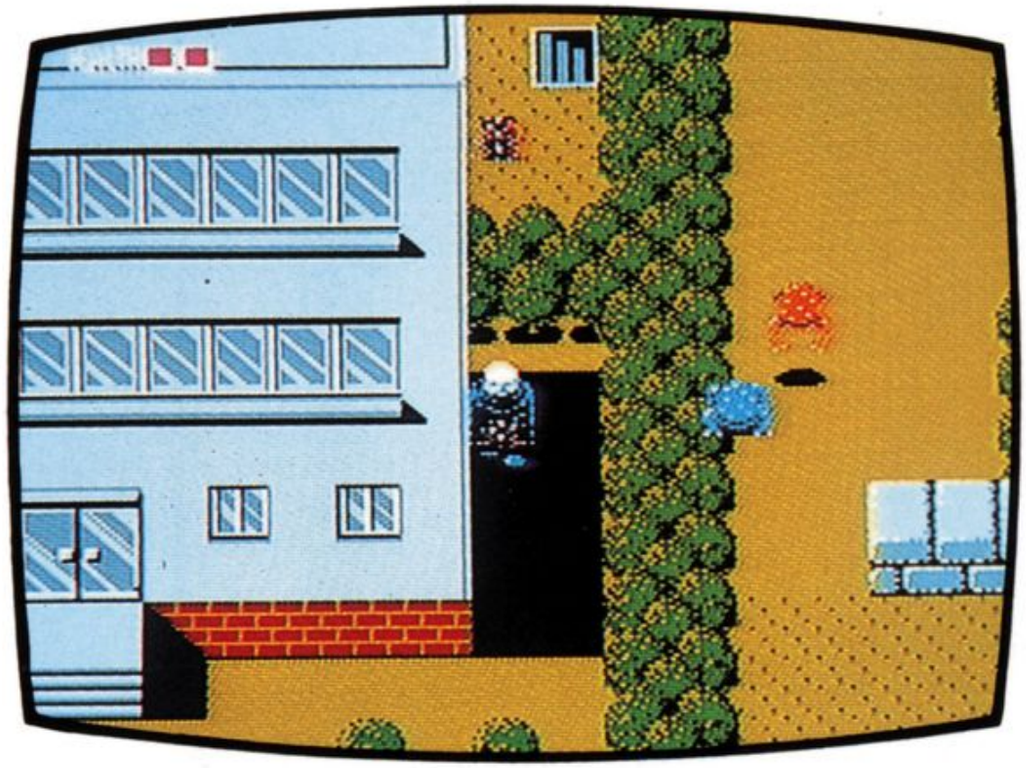
There are 7 different houses to visit. Each house has a member of The Addams Family waiting to give you items.



- Pugsly
- Wednesday
- Thing I
- Thing II
- Thing III
- Morticia
- Ma-Ma

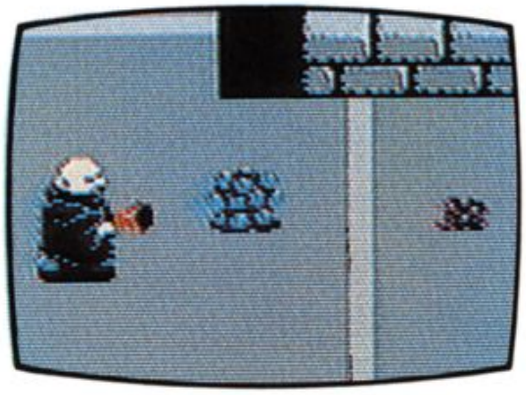
Items earned will be fully recharged each time a new boss is destroyed.

Buildings & Alien Bosses

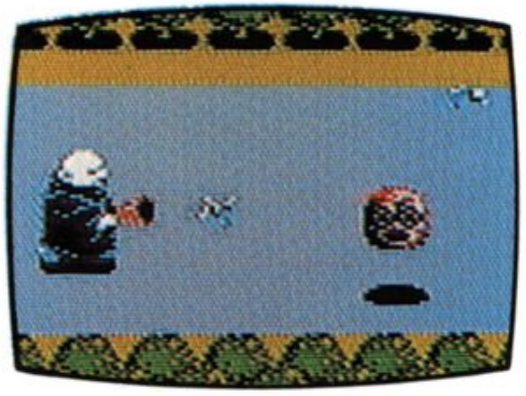


There are 6 different buildings to visit along your quest. Remember that you will need a key to enter a building. Inside each building is a maze of hallways. Most buildings have Alien Bosses located behind a certain door in the hallways. There is one building off the path with no Alien Boss inside. That building contains a secret item located behind a wall in a dead end that will increase your health from 2 to 4 units.

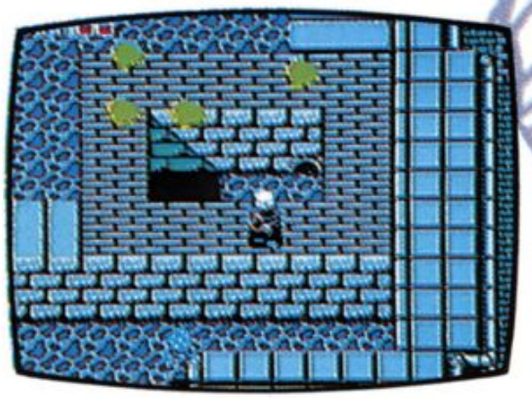
Major Alien Enemies



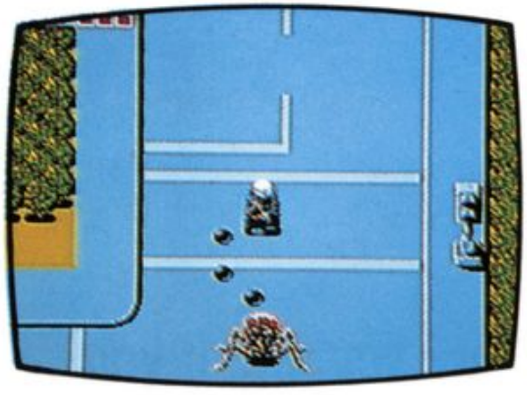
1. Globule — Annoys Fester along his quest.



2. Skeeter — This hovering alien sends out paralyzing mosquitos when hit. Fester will need vice grips to recover from a sting.



3. Slime replicators — These slimeballs will only multiply if you shoot them. Your best bet is to sneak around them.



4. Giant scorpion — When this shows up, it's time to move on to a different part of the quest.

Alien Bosses — To defeat some Bosses, you will need a fully powered whip.

Game Hints

Make sure to keep all pickup items fully stocked.

The use of a "Turbo" type joystick with rapid fire feature will be quite helpful.

With rapid fire joystick, you can shoot and destroy "Slime replicator" aliens and pick up many useful items quickly.

Increase your health from 2 to 4 units by entering the house off the path and piercing a dead end wall.

Remember: avoid red Gun and Whip items.

No weapons are available in 3-D hallways.

When health is gone use the continue feature.

Try to go slow in hallways and keep track of where you are. If you exit a building by accident, you must use a key to re-enter and find the Alien Boss.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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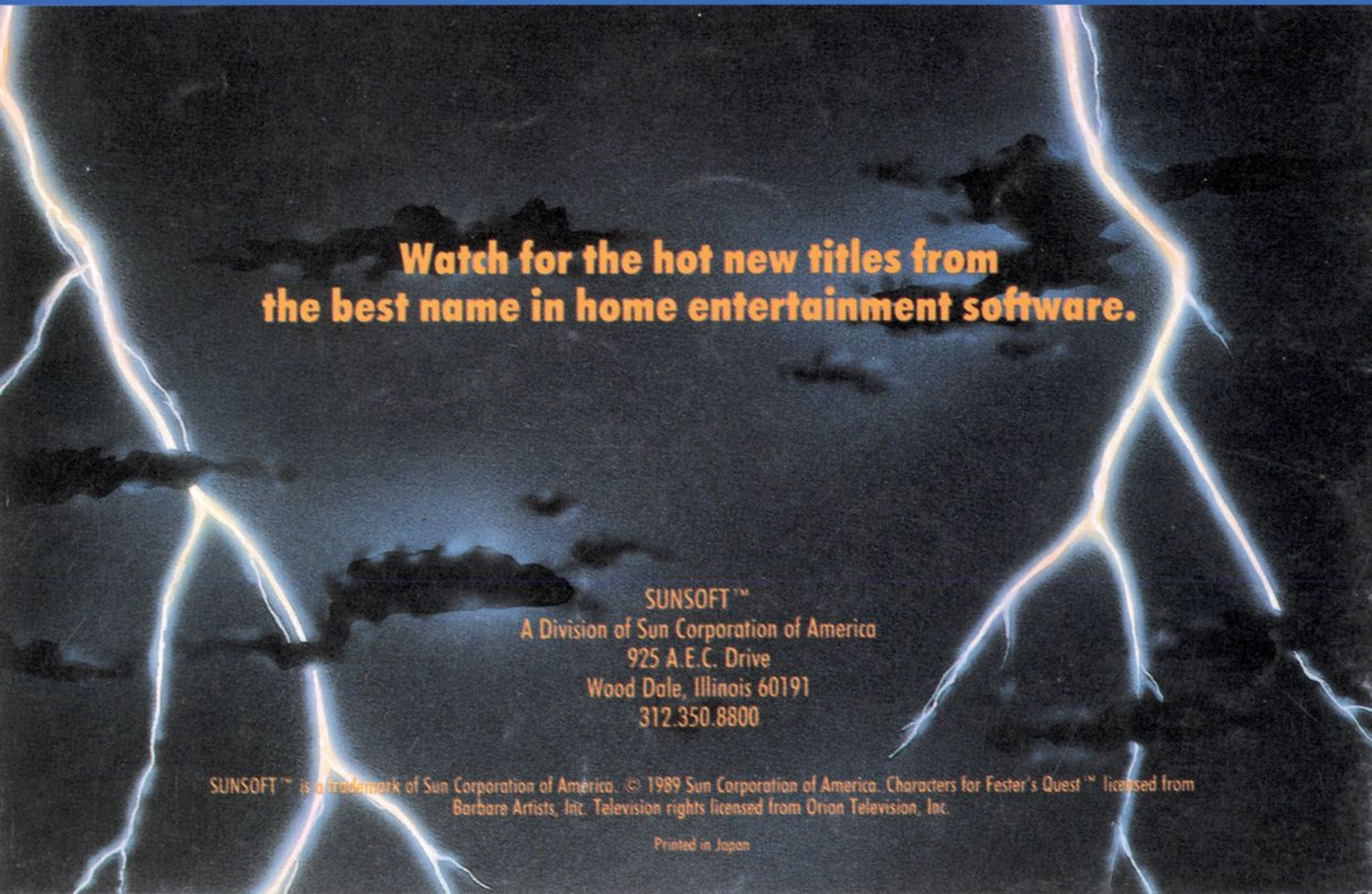

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